

TAITOTM

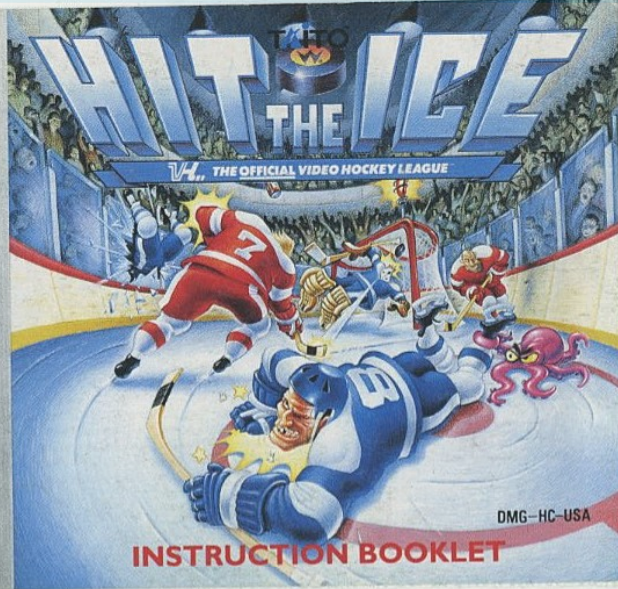
TAITO AMERICA CORP.

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Nintendo

GAME BOY[®]





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LICENSED BY



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TAKING CARE OF YOUR GAME

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
- 3) Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

ADVISORY

READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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THANK YOU for buying
HIT THE ICE from Taito.

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GETTING STARTED

Prepare for some no-holds-barred, high speed competition at its finest. In this game you can slam, punch, and slash your opponents. No fouls will be called, so do not hesitate to use force--but don't be surprised when it comes back at you! Ready? Let's HIT THE ICE!



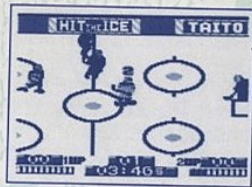
ONE PLAYER

Turn off your Game Boy and insert the Game Pak according to the directions in the Game Boy Owner's Manual. Turn on the Game Boy, and when the Title Screen appears, push Start. The next screen to appear allows you to choose one or two player competition.



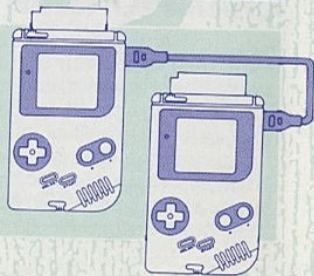
TWO PLAYERS

Each player must have a Game Boy and a HIT THE ICE Game Pak. Connect the two Game Boys with the Game Link Cable. While the Game Boys are off, insert the two Game Paks. When the Title Screen appears, both players must push Start and select the Two Game Boy symbol.



Two-Player Setup

You need two Game Boys, two Game Paks, and the Game Link Cable. Connect the Game Boys and push Start to begin play.



GAME SELECTION

The Game Select screen appears after the one or two player select screen, allowing you to choose one of three different modes. Move the cursor next to the mode you want and push Start.



CHAMPIONSHIP

You start out in this mode facing off against the lowest ranked team, the Blues. Your team is the Reds. After defeating the Blues, you will go on to challenge the Greens, Yellows, and then the Blacks. Each match consists of three five-minute periods that start out with a face-off. A screen appears after each period displaying the current score. When you are ready to move on from this screen to the next period, push Start. At the end of a game, a Final Score screen appears. If you are the winner, you push Start and go on to play the next team.

VS PLAY

In VS Play, you will only have one game of three five-minute periods. Again, you are the Reds team. You will only compete against the Blues team in VS Play. For this reason, VS Play is an excellent way to try out the various Players you can select. Since you will be playing against the same team, you can test the individual talents of each of your Players.

SHOT RACE

After selecting the Shot Race mode, you will choose whether to play to 3, 6, 9, or 12 points. You will also choose a Player. Then, your Player and your computer-controlled teammate will try to make a goal. You can only pass or shoot with the computer-controlled Player. Once you miss, the opposing team tries to score.



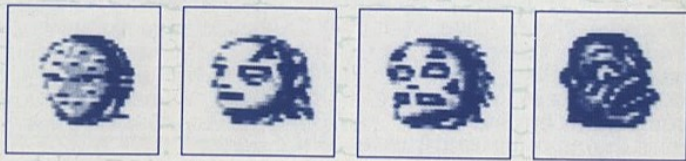
CHOOSING A PLAYER

Choose your Player with care. Each one has a special attack move that he can use on the opposing team members when you push A. The moves are illegal, but no fouls are called.



GOALIES

You choose one of four Goalies for your team. When the puck nears your net, you can control the Goalie. To put him in the Save stance, push A or B. To dive for the puck, push A and B together.



PLAYERS

The Player Select screen displays the four Goalies and eight Players available. Use the Control Pad to move the cursor. When the Player you want is selected, push A or B. Pick one Goalie and one Player. After a game or play mode, a Stats Screen will appear. This screen displays the stats of your Goalie and Players, as well as the opponent's. Keep notes to monitor your improvement.



PHIL BUNGER

When Phil attacks, he swings two punches at an opponent, then hits him in the head with his stick.



IVAN YAKASHEV

Although he is rather mild tempered, Ivan can get wound up. Then he'll punch his opponent in the face.



"BATTLESHIP" BOYD

The jump kick is an unusual and very difficult maneuver to try in skates, but Battleship has mastered it.



JOHNNY NOVAK

Johnny is very quick with his stick and will not hesitate to smash an opponent in the shoulder if possible.



REGGIE MARSH

Reggie likes a little drama, so he goes into a big spin before landing his stick against an opponent's head.



AL GIGLIANO

With surprising grace, Al leaps into the air and then hammers his stick onto the opponent's collar bone.



"DICKY" FONTAINE

When you push A, Dicky will deliver swift kicks, using his skate blades, against an opponent's shins.



BO CLEVELAND

Bo doesn't like to waste time. He just slams his stick into an opponent's stomach.

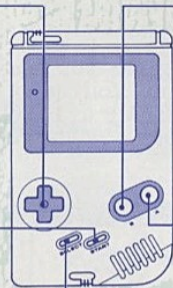
CONTROLS

CONTROL PAD

Use the Control Pad to move your Player in any of eight different directions. Also press the Control Pad to move the cursor around the many options that appear on the selection screens.

START BUTTON

To make a selection once you have highlighted it with the cursor, push Start. Also use Start to pause the game during any play mode.



B BUTTON

Push B to hit the puck or punch. B also puts the Goalie in Save mode. To watch a demo of the game and learn how to make wrist and slap shots, do not push Start at the Title Screen.

A BUTTON

Push A to pass the puck to a teammate. If your Player does not have the puck, press A to launch a special attack. Also use A to put your Goalie in the Save position.

SELECT BUTTON

The Select Button is not used.

PLAY SCREEN

OBJECTIVE

Hockey is not a pretty game--you need to be rough, ruthless, totally committed to victory. You cannot let up once in your drive to be the best. Don't hesitate to punch, slash, and otherwise attack your opponents any way you can. In this game there are no limits--and no fouls.



SCOREBOARD/VITALS

Check this area of the screen to see the score, inning, time remaining in the period, and to monitor the fight meter.

INNING

This will display the current period. Watch this readout so you can pace your game effectively.

SCORE

This section shows the current number of goals earned by your team and the opponent.



TEAM

Information about the 1P team, the Reds, will appear on the left side of the scoreboard, so you can see how you're doing.

TIMER

Watch this Timer to keep track of how much time you have left to play. Each Period lasts five minutes, as counted by the game.

FIGHT METER

As your Player gets punched, this meter will slowly begin to turn black. When it is completely black, a fight breaks out.

SPECIAL

The screen display will change during play when a fight breaks out or when you are trying the Super Shot Hat Trick.

FIGHTING.....

When the Fight Meter turns completely black, a fight will begin between the two teams. Your Player is on the left and the opponent is on the right. Push A and B rapidly until the fight is stopped.



SUPER SHOT.....

You should try the Super Shot whenever you can. Hold the B Button down for about six seconds. Once your player starts flashing, release the button.



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